Dawn of Mana™

SQUARE ENIX™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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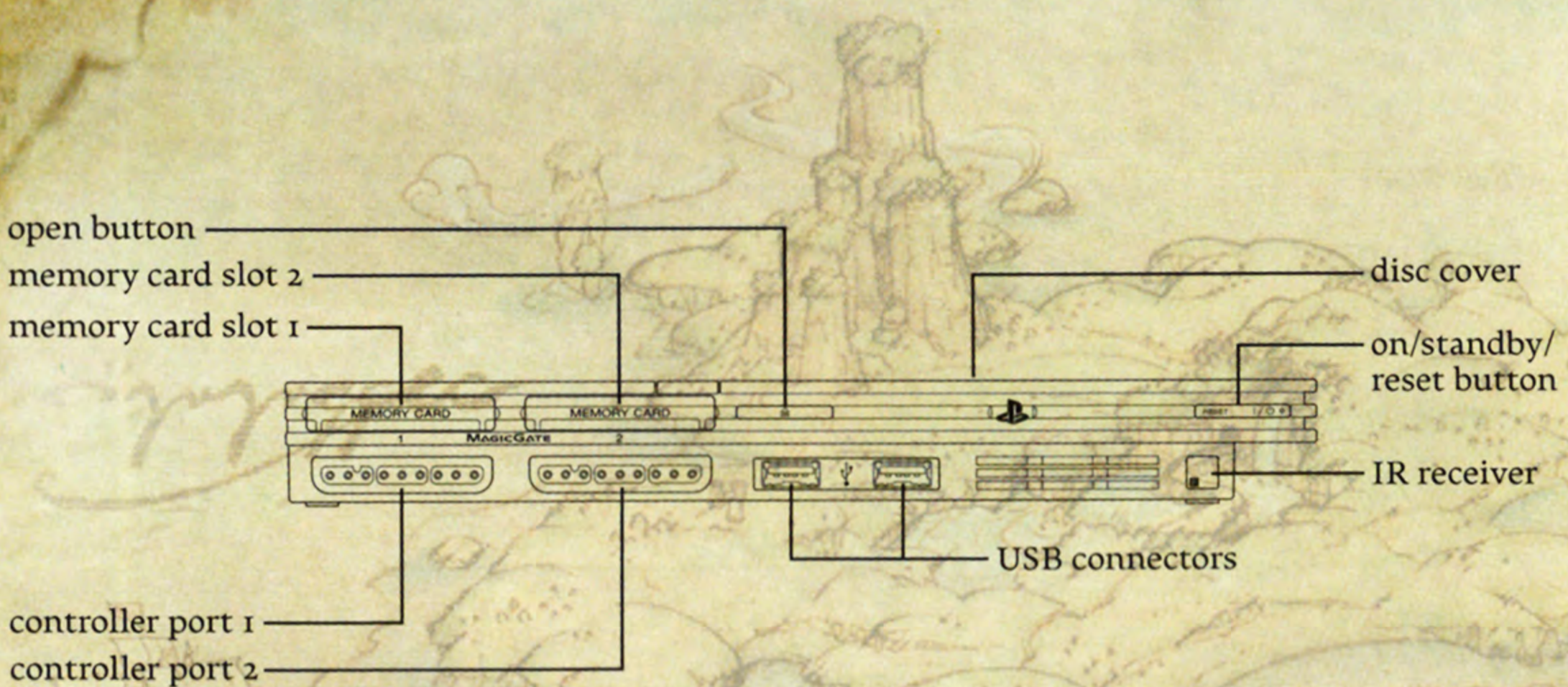
Getting Started



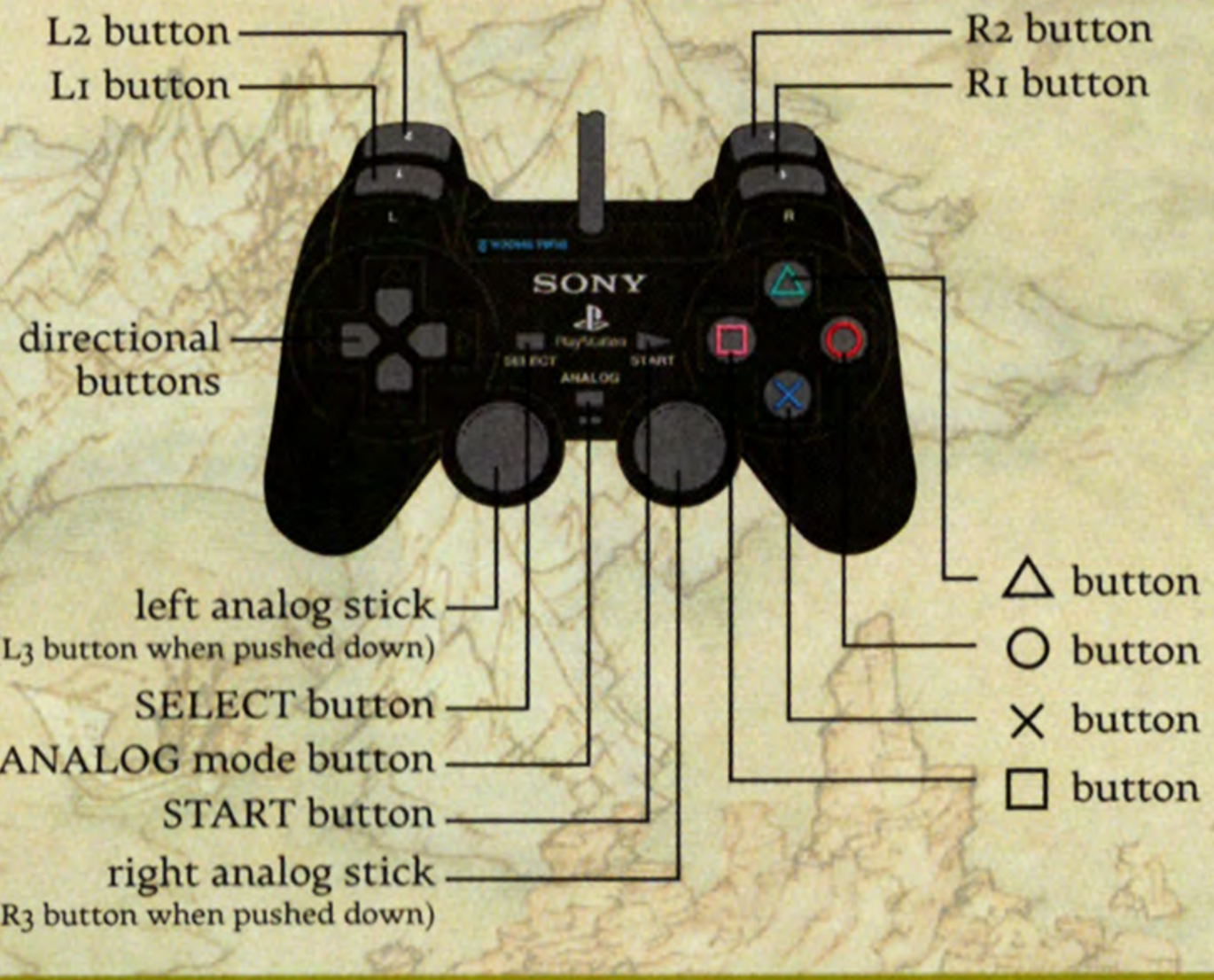
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dawn of Mana* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controls

DUALSHOCK®2 Analog Controller Configurations



Controls – See pages 14-22 for more information.

L2 button	Target enemy	**ANALOG mode button**	Mode indicator
L1 button	Block/Center camera	**START button**	View map/menu Pause (Battle arena)
R2 button	Target object	**right analog stick**	Adjust camera/ Toggle targets
R1 button	Use Faye's magic	**△ button**	Use whip
directional buttons	(Up/down) Scroll Faye's spells (Left/right) Scroll slingshot ammo	**○ button**	Use slingshot
		× button	Jump
left analog stick	Move character	**□ button**	Use sword
SELECT button	View control help		

Menu Controls

directional buttons	Scroll list	**□ button**	Reset to default configuration
× button	Confirm	**L1 button**	Scroll page
○ button	Cancel	**R1 button**	Scroll page
△ button	Remove pet/object/ emblem	**START button**	Skip movie/Confirm (in some menus)

*This game uses the DUALSHOCK®2 analog controller. We cannot guarantee proper performance with other controllers.

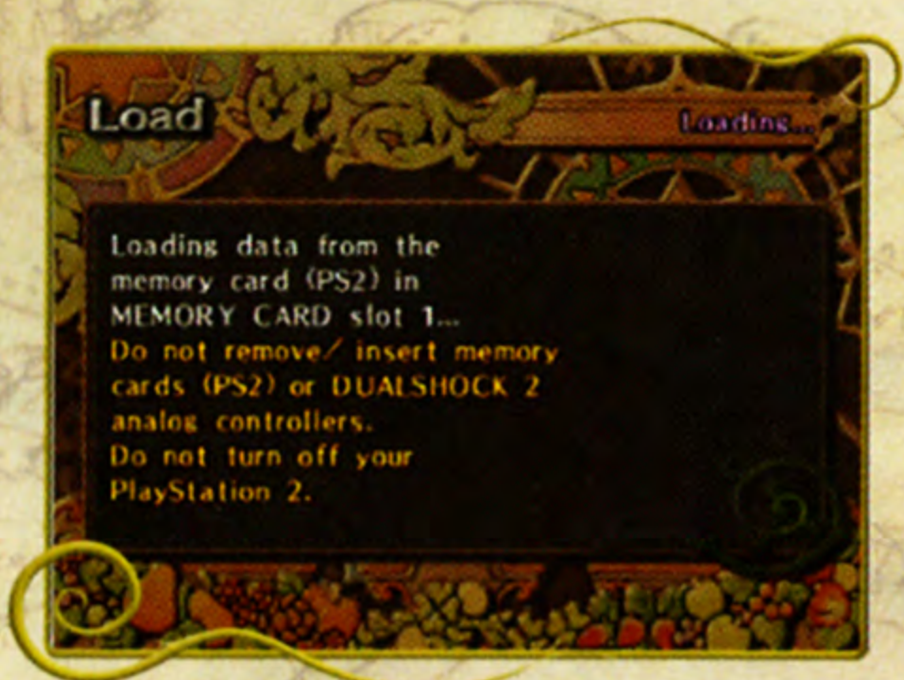
*The ANALOG mode button is always set to ON [mode indicator: red]. The ANALOG mode button cannot be switched OFF. The vibration function can be turned on and off via the "Vibration" setting under "Other Settings" in the Options menu (p. 7).

Starting a Game

To begin your adventure, turn on your PlayStation®2 console and insert the *Dawn of Mana* disc into the tray.

Startup

Once the game disc loads and the opening movie ends, the main menu will appear. If you'd like to skip a movie segment, just press the START button. If a memory card (8 MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1 or slot 2, its save data will be loaded automatically.


Load
Loading...
Loading data from the memory card (PS2) in MEMORY CARD slot 1...
Do not remove/ insert memory cards (PS2) or DUALSHOCK 2 analog controllers.
Do not turn off your PlayStation 2.

Main Menu

Here you will select a starting point. At first, only "START" and "OPTIONS" will appear, but as you progress through the game more choices will become available.

Start

Set the difficulty level and play the game from the very beginning.

Continue

Your most recent save (p. 6) will automatically be available here for you to use immediately. If you prefer to play a game from another save point, select "LOAD DATA" (p. 6) from the main menu and select a file from the list of saved games.

Select Chapter

Replay cleared (p. 10) chapters or sections for fun, practice, or better scores. Use the up/down directional buttons to select the desired chapter. Next, choose a section and level of difficulty. Activate emblems (p. 25) with the ⊗ button and then confirm by pressing the START button.
NOTE: You cannot save partial progress in this mode.

Difficulty

After clearing a section and viewing your results, you will be returned to the main menu.

Levels of Difficulty

There are four difficulty levels in the game, each with progressively tougher opponents. (You cannot change difficulty mid-game.) Results (p. 10) are not recorded for games played in EASY mode.
NOTE: Certain requirements must be met to unlock HARD and ULTIMATE modes.

- E EASY
- N NORMAL
- H HARD
- U ULTIMATE

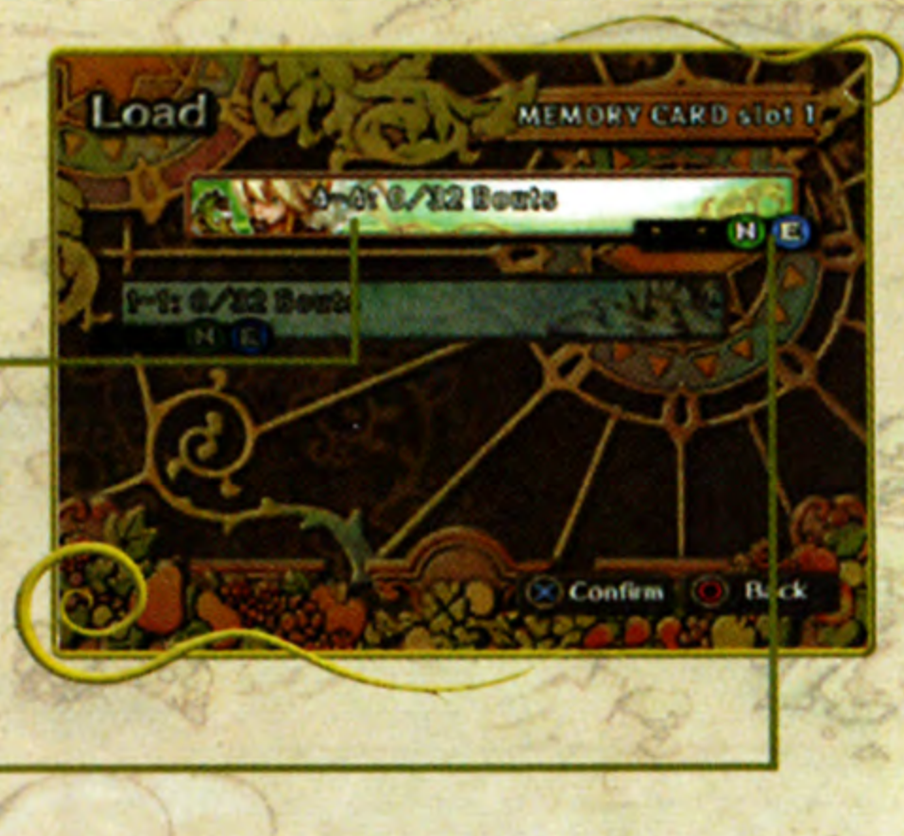
Starting a Game, continued

Battle Arena

Hone your fighting skills here by defeating all opponents within the set time limit for each of the various venues.
See pp. 29-31 for details.

Load Data

View and load previously saved games.



File information

View chapter and section, as well as the number of arena bouts cleared (out of 32 total).

Difficulty (See p. 5)

Saving Your Game

You can save your game at the end of each chapter (p. 10) or at save points within sections. You can save your arena results and purchases at the battle arena menu (p. 31). You must have a memory card (8 MB) (for PlayStation®2) with at least 125 KB of free space inserted into MEMORY CARD slot 1 or 2 to start a game. You can save up to four files.

Options

View acquired items and records, or change game settings.

Emblems	View acquired emblems (p. 25) and their effects. You can also read hints and requirements for obtaining more.
Pets	View pets in your collection (p. 31) and their individual stats.
Results	View your results by chapter, including best clear times, most foes defeated, and other statistics. Use the directional buttons and the L1 and R1 buttons to navigate through the various results. **Note:** Results are not recorded for games in EASY mode.
Media Player	Listen to music or watch movie clips you purchased at the general store (p. 30).
Controls	Change controller settings. Use the up/down directional buttons to select a button and the left/right directional buttons to select an action.
Camera	Change the orientation of camera controls when using the right analog stick.
Other Settings	Turn the vibration function off or on, set various volume levels, and select your audio output preference.
Return	Close the options menu and go back to the main menu.

DOLBY® PRO LOGIC II

This game can be enjoyed in surround sound by connecting the PlayStation®2 system's DIGITAL OUT (OPTICAL) connector or AV MULTI OUT connector to a compatible sound device. If the device is capable of Pro Logic II decoding, the output will be in five channels. Devices capable of running Pro Logic will output in four channels. This mode also allows for playing standard two-channel stereo sound.

*Consult your sound device manual for more information. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

Story & Characters

The origins of the Mana Tree, source of all life, can be traced to the captivating story of a youth, a maiden, and a sword — a tale that became legend.

Long, long ago, when the world was still flat, back before humans knew of magic, a tiny yet beautiful island named Illusia floated in the very center of the ocean.

In those days, five great countries flourished on the continent of Fa'Diel: *Jadd*, land of sand; *Topple*, land of water; *Wendell*, land of green; *Ishe*, land of fire; and *Lorimar*, land of ice.

All in Fa'Diel believed the isle was holy, protected by a guardian beast. No one dared to set foot there.

On the island, there stood an enormous tree that existed long before the world began. It was believed to be the mother of every living thing in the world.

But over the years, the tree gradually turned to stone. For a long time it slept, appearing to some as if it were dead.

This is the story of how it all began, of how a certain young man came to possess a sacred sword and how a certain young maiden became a goddess of Mana. It is a winding tale of hope and despair, connecting the worlds of humans and spirits...

Keldric

Floated to Illusia as a baby, raised by the village elder. Though physically different from Tree Folk, Keldy shows little interest in his peculiar origins.

Ritzia

Keldy's childhood friend. Although her role as maiden of the Great Tree is primarily ceremonial, she is keenly attuned to nature.

Stroud

This young king of Lorimar has reigned since the age of seven. He invades Illusia to gain access to the unholy power that lies beyond the ominous portal to Mavolia, hidden beneath the Great Tree.

Game Play

Dawn of Mana is an action-adventure game in which the protagonist Keldric battles enemies, manipulates objects in a myriad of destructive ways (p. 22), and discovers ancient tricks and traps!

Chapters

The story of *Dawn of Mana* is divided into chapters, all of which must be cleared to complete the game. A chapter consists of several sections with save points in between (p. 6). You'll be able to activate emblems (p. 25) at the start of each chapter, which can dramatically affect gameplay.

Section 1

Save point

Section 2

Medals

In each chapter you can gather three types of medals (p. 26) to strengthen Keldy's abilities. ATK medals raise whip level and attack power (p. 18). MP medals increase max MP as well as Faye's magic level and spells (p. 20). HP medals boost max HP.

NOTE: Abilities and levels revert to their initial stats at a chapter's end.

Results

After you complete a chapter, your overall results, such as time elapsed, number of foes defeated, etc., will appear on screen and be graded on a scale of S, A, B, or C. Press the ⊗ button to proceed to the save menu, and then advance to the next chapter.

Special Keys and Ordinary Keys

You will find locked doors during stages. A mark appears above Keldy's head when you approach a door that requires a key. You will be able to open the door after you acquire the correct key. There are two types of keys: special and ordinary. Each key opens a different kind of door.

How Do You Find Keys?

Most keys are carried by enemies. Keep your eye on the doors on the radar (p.12), find the enemy with the key, and defeat him.

Obtain a key by defeating the enemy who holds it.

→

Approach a locked door with the appropriate key, and it will open.

Game Over

The game ends when Keldy's HP (p. 13) hits zero, giving you the following options.

Load Data—Start from a previous save point with Keldy's saved stats.

Replay Chapter—Start the chapter over again with Keldy's initial stats.

Quit—End your game and return to the main menu.

Field Screen

Useful information, such as HP/MP/ammo levels and enemy positions, appears on the field screen to help you safely guide Keldy through each area.

1 Enemy and object (p. 22) information

Displays the name of the enemy or object that Keldy is currently engaging, including its remaining HP. Keldy can defeat the foe or destroy the item by inflicting damage until its HP is gone.

Enemy Object

2 Radar

Indicates position and direction of the following:

Keldy Goal Enemies Allies

Enemies holding an item/Objects containing an item

3 Whip level (p.18)

THE AMOUNT OF DAMAGE KELDY TAKES APPEARS ON SCREEN IN RED.

4 HP gauge

Indicates Keldy's stamina in health points (HP). He loses HP whenever he takes damage. The game ends if he runs out of HP (p. 11).

5 Important items

Current total of keys (p. 11) and angel's grails (p. 26).

Angel's grail Ordinary key Special key

6 Slingshot ammunition (p. 19)

Use the left and right directional buttons to scroll through pellet types.

7 Faye's spells and MP cost (p. 20)

Use the up and down directional buttons to scroll through spells.

8 Faye's magic level (p. 20)

9 MP gauge

Shows current mana points (MP). Faye's spells consume MP.

Map

Press the START button to open the map menu. Select the map icon to view the layout of the current section, including doors, locks, and save points. (Use the directional buttons to move the map up, down, or side to side.) Within the map menu you can access "Controls" and other parts of the options menu (p. 7), or you can quit your game and return to the main menu.

MAP SCREEN ICONS

- Keldy's position and direction
- Door requiring ordinary key
- Save point
- Door requiring special key
- Door

Actions: The Basics

This section will help you familiarize yourself with the basic actions of moving, jumping, and blocking in *Dawn of Mana*.

Move Character: left analog stick

Push the left analog stick all the way in any direction to make Keldy run. Push it slightly to make him walk. Watch your step in tight places.

Jump: ⊗ button

Press the ⊗ button to jump, or press and hold for a longer jump. To reach high places, press the ⊗ button again while he's in midair to make Keldy perform a double jump. Use this technique to leap across wide gaps.

Guide to Controls

Access the controller guide by pressing the SELECT button. Then press any button to review an explanation of its functions. To exit the menu, press the SELECT button again.

Guide to Controls
Sword
★ As you acquire ATK medals, your whip level rises, possibly as high as 4.
★ As your whip level rises, your combo hits increase.
View menu / Change page
SELECT Cancel

Block (Center Camera):

L1 button

Press and hold the L1 button to defend against frontal assaults. The camera will automatically center behind Keldric.

Sidestep: L1 button + left analog stick

Use the left analog stick while blocking to move in a guarded stance in any direction.

Bash: L1 button + ▢ button

Press the ▢ button while blocking to send an object or foe in front of you flying (p. 22).

Dodge: L1 button + ✕ button

Press the ✕ button while blocking to perform a somersault. Combine this with strategic use of the sidestep for quick evasive action.

Actions: Weapons

Keldy has three types of weapons at his disposal: sword, whip, and slingshot. Keldy will only make it through if he can master all of these tools!

Sword Strike: ■ button

Press the ■ button to execute a straightforward slash. This basic attack can inflict steady damage on foes and objects.

Number of consecutive hits

Combo Strikes: ■ button (Press repeatedly)

Press the ■ button repeatedly to execute a combination attack. The number of strikes in a combo rises with your whip level (p. 18).

Jump Strike/Downward Strike: ✕ button + ■ button

As Keldy jumps up, press the ■ button to perform a jump strike, extending his reach to hit enemies above him. You also have the option of holding the ■ button during a leap to land a downward strike on foes and objects below him.

Full Tilt

Faye's spell "Full Tilt" (p. 28) gives Keldy a brief boost of speed, allowing him to unleash a flurry of strikes that ends with a punishing final flourish.

Trapping with the Whip:

△ button

To trap an enemy or object in front of you, press the △ button to extend the whip and snatch your target. Press the ✕ button when you are ready to release it.

Target: △ button (Hold)

Holding the △ button will switch the screen to target mode. You can then, using the left analog stick, move the cursor frame to select a target. Press the △ button again to extend the whip and grab your target. To return to normal camera mode, press the ✕ button.

When you have selected a target, the cursor frame turns red.

→

Then whip out your whip and snatch your quarry!

Toss: △ button → △ button

After capturing a foe or object with your whip, you can toss it by pressing the △ button a second time. This can damage the one being thrown as well as any enemies or objects in its path. Your throws will automatically be directed at nearby foes or objects, but you can guide the throw yourself by using the left analog stick as you toss.

Actions: Weapons, continued

Twirl: △ button → ◎ button

You can spin whatever you catch with your whip by pressing the ◎ button. (Some enemies become dizzy when you do this.) Throw spinning objects at foes to inflict damage. If you twirl an object numerous times, it can spin so fast that it creates a shock wave around it, extending its area of attack.

NOTE: Your whip level must be 2 or higher to perform this action. Depending on your level, you may be unable to twirl certain foes or objects.

Knock About: △ button → ▣ button

By pressing the ▣ button when you have something trapped in your whip, you can knock it around and wreak havoc on everything in Keldy's vicinity, including the enemy or object already in his grasp. You can direct the knocking about by using the left analog stick as you press the ▣ button.

NOTE: Your whip level must be 3 or higher to perform this action.

Whip Level

As your whip level rises, so do the power and abilities of your sword, whip, and slingshot. But remember, your whip level is not retained after clearing a chapter.

Raise your whip level to increase:

Sword	Number of strikes in a combo.
Whip	Foes and objects you can catch. Types of possible whip actions.
Slingshot	Number of consecutive pebble shots.

Firing the Slingshot: ◉ button

Press the ◉ button, and the slingshot will automatically aim and fire at an enemy or object in front of you.

Targeting: ◉ button (Hold)

Hold the ◉ button to enter target camera view, and select a target in the same manner as when using the whip (p. 17). Once you've chosen a target, press the ◉ button again to fire the slingshot. Press the ⊗ button to return to normal camera view.

NOTE: You can move Keldy in target mode by holding the L1 button and pushing the left analog stick.

Switching Ammunition: left/right directional buttons

The slingshot uses two forms of ammunition: pebbles and 8 kinds of hexorbs (p. 28). Use the left and right directional buttons to scroll through your available ammo.

NOTE: This action can be performed by a second player (p. 20).

Pebbles:
Though they have no special effect, pebbles inflict minor damage and never run out.

Hexorbs:
These "spell balls" work one at a time, each with varying damage and effects.

Restocking Hexorbs

Whenever you encounter a spirit in the field, he or she will give you a supply of their own elemental hexorbs. Sometimes you'll find them hiding in objects nearby.

NOTE: You cannot hold more than the hexorb maximum specified for each elemental.

ALSO: All hexorbs reset to zero at each chapter's end.

Actions: Faye's Magic

Thanks to Faye's magic abilities as a spirit child, she is able to cast a variety of spells (p. 28) on Keldy. You can even get a friend to work with you on this!

Faye's Magic: R1 button

You can use Faye's magic by pressing the R1 button to cast a spell and consume the amount of MP (p. 13) indicated in the list of spells. Some spells boost Keldy's abilities or restore some HP. The number and type of spells available increases with Faye's magic level, but that level resets to 1 at the end of each chapter.

Faye's magic level

Press the R1 button and Faye glows...

She then casts her spell on Keldy!

Changing Faye's Spells: up/down directional buttons

Use the up and down directional buttons to scroll through Faye's available spells.

Two-Player Co-Op Play

A second player can assist you if you insert another controller into controller port 2. This gives your partner control over the selection and casting of Faye's spells and allows him or her to scroll through slingshot ammunition for you. (Controls are the same as for player 1.) Having help like this in a pinch can be a real timesaver, especially when the fighting gets frantic.

NOTE: The second player is limited to the actions listed above.

Actions: Other Controls

Here are some other features designed to assist you with both offense and defense. With them you'll be able to assess your situation quickly and make every shot count.

Target Enemy/Target Object: L2 button/R2 button

Press the L2 button to target the closest enemy; press the R2 button to target the closest object. You can target with the whip or slingshot regardless of the direction Keldy is facing. Use the right analog stick to toggle between targets. To release the target, press the L2 button (or R2 button) once more.

Adjust the Camera: right analog stick

Move the right analog stick to change the camera angle around Keldy. Use this feature to keep careful watch over his surroundings. Bear in mind that in target mode, the camera will automatically center its view on the targeted enemy or object.

Objects

Every area of the game is filled with objects. You will find many of these items very useful in forming your strategy to help Keldy achieve his goals.

What Constitutes an "Object"?

In each chapter section, Keldy will encounter rocks, logs, fruit, and the like. Keldy can interact with such objects by moving or striking them. He can even use them to inflict damage on his enemies. Explore the myriad objects in the game and discover new ways to use them.

Moving Objects

Keldy can move an object by blocking (p. 15) and moving toward it. He can push it slowly, give it a good shove, or send it flying by pressing the ▣ button.

NOTE: Some objects may be too heavy to move.

Attacking Objects

Keldy can damage objects with his sword or slingshot. He can also use his whip to toss them (pp. 16-19). Just as an enemy has an HP gauge, an object has a gauge indicating its remaining durability. When this runs out, the object breaks.

OBJECTS – Here's a sampling of the objects you'll encounter.

Barrel

Light and fairly easy to break, barrels sometimes contain useful items.

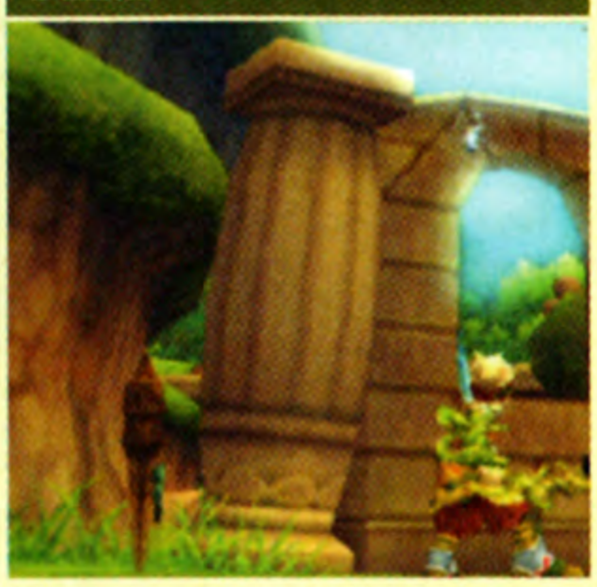
Rolling Stone

Large and heavy rocks that can be pushed down slopes to panic enemies.

Diceberry

Feeling lucky? Roll the dice and something "lucretive" may come.

Pillar



Striking such columns can reduce them to rubble and bring down supported items.

Hay Roll

Lightweight straw bundles that can be thrown far afield or rolled downhill at enemies.

Wobble Tree

An unstable plant. The slightest jolt will bring its fruit tumbling down.

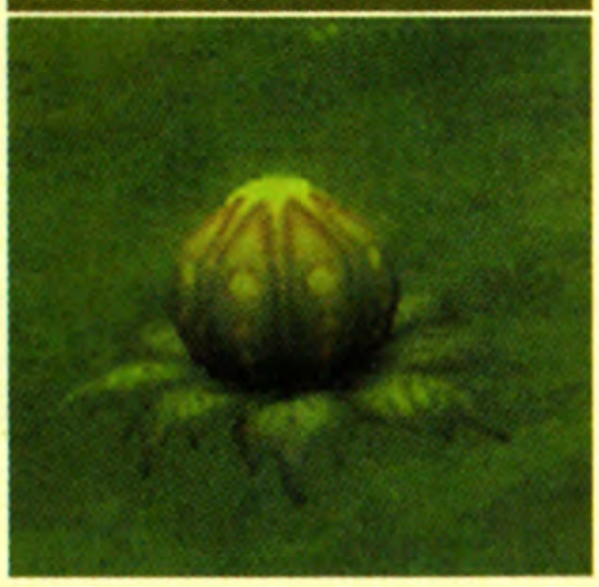
Bumpkin

After falling from the tree, this vegetable's internal timer counts down to detonation.

Rocket Papaya

After falling from the tree, this fruit launches in seconds, zooming in Keldy's direction.

Boombloom



Unassuming but deadly, this flower will set ablaze all who dare touch it.

Panic!

You can build up Keldy's strength—and dispatch hordes of enemies quickly and easily—by sending them into a panic!

Panic Levels

Enemies panic when they are startled or struck by objects. The numbers above their heads indicate their levels of panic. Foes are completely vulnerable to attack when they are in a state of panic, so do as much damage as you can.

NOTE: The amount of shock or panic caused by objects varies with their size and weight.

Startle foes by hitting them with objects.

To make enemies panic:

- Drop an object near them!
- Knock an object or foe into them!
- Shoot an elemental hexorb at them!
- Hit them with Flaming Saber or Frozen Saber (p. 28)!

NOTE: Not all techniques work on all foes.

An enemy's panic level decreases over time.

They'll panic, becoming vulnerable to attack.

Acquiring Medals and Items

Attacking panicking foes causes them to drop medals and lucre (p. 26). Defeating them while they are still panicked will likely yield a recovery item, such as a gumdrop. The higher the panic level, the greater the probability the foe will drop the good stuff.

Crowning Enemies

When a foe's panic level exceeds 99, a crown appears over his head. Defeating crowned enemies produces higher level medals.

Emblems

You can improve Keldy's abilities by activating emblems. Some can nullify status ailments or boost certain stats.

THE NUMBER OF EMBLEMS YOU CAN ACTIVATE WILL INCREASE OVER TIME.

What are Emblems?

Emblems are items that enhance Keldy's abilities when activated. If you have emblems, an emblem activation screen will appear at the start of each chapter, allowing you to select which emblems you'd like to use. You can also activate emblems at the start of SELECT CHAPTER mode (p. 5) or at the emblems menu (p. 30) in BATTLE ARENA mode.

Acquiring Emblems

Emblems can be bought at the general store (p. 30) in the arena, or may be obtained by meeting certain criteria in the game. For example, acquiring lots of medals or lucre can earn you emblems. Concentrate on panicking enemies for quick loot and emblems.

Sample emblems

Frenzied Fighter	Widen attack range.
Novice Swordsman	Boost attack power a bit.
Stone Sentinel	Boost defense a bit.
Knight's Marksman	Boost pebble power a bit.
Ogre Knight	Boost max HP a bit.
Apprentice Sorcerer	Boost max MP a bit.
Treasure Hunter	Items drop more often.
Niccolo's Protégé	Panic produces more lucre.

NOTE: This is just a sampling of the many emblems available.

Items

Items – Items can be found in objects or won from foes. The following are just some of the goodies out there.

Gumdrop

Restores 25% of max HP.

Chocochomp

Restores 50% of max HP.

Green glob

Restores 25% of max MP.

Blue blob

Restores 50% of max MP.

Honey brew

Fully restores HP and MP.

Angel's grail

Revives Keldric once if his HP reaches zero.

ATK medal

Raises attack power and increases whip level.

MP medal

Raises max MP and increases Faye's magic level.

HP medal

Raises max HP.

Pet egg

Contains a pet to be used in the battle arena (p. 31).

Special key

An important key needed to gain access to the next stage.

Ordinary key

A key required to open doors to other areas of a stage.

Lucre (money)

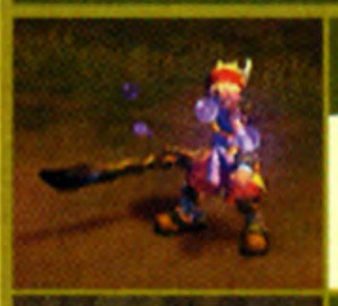
Used to buy items at the general store (p. 30).
Color signifies denomination.

NOTE: Items in **red** must be retrieved by Keldy. Those in **green** are acquired automatically.

Status Ailments

Whether the result of attack or magic spells, Keldy and his enemies are vulnerable to certain physical or mental effects known as "status ailments." Although these effects are only temporary, they can render the victim momentarily helpless.

Status Ailments



Poisoned

The afflicted fighter gradually loses HP until the poison wears off or is removed by Faye's "Purify" spell.

Petrified

The afflicted body turns to stone and is unable to move. Although damage taken is reduced, in rare cases HP may drop to 1.

Paralyzed

The body "falls asleep," stunned and thoroughly immobilized.

Dizzy

Mind and body are unsteady and unresponsive until a foe's attack jars the senses, restoring equilibrium.

Frozen

Chilled to the bone and turned into a snowman, the affected party becomes stiff and may even slide downhill.

Burning

Engulfed in flames, the target cannot attack as he frantically tries to put out the fire, gradually losing HP in the process.

Blinded

Enveloped in darkness, the victim is still able to fight, but only with limited visibility.

Confused

The mind gets goofy, and intentions of direction are reversed.

Panicked (p. 24)

Foes become completely defenseless and vulnerable to attack.

Note: Only enemies panic.

Spirit Power

Hexorbs fired from the slingshot (p. 19) and spells cast by Faye (p. 20) all constitute spirit power. Use them as each situation demands.

Elemental Hexorbs – Numbers indicate max hexorbs of each type.

	Salamander	16	Can burn foes and set flammable objects on fire.
	Undine	16	Can freeze objects and turn foes into snowmen.
	Jinn	8	Creates a tornado, sending items and enemies flying.
	Gnome	8	Produces a magnetic force to draw in foes and objects.
	Dryad	12	Emits a cloud that paralyzes enemies.
	Shade	12	Emits a mist that poisons opponents.
	Luna	12	Emits a fog that confuses enemies.
	Wisp	12	Blinds enemies with a bright light.

Faye's Magic – Faye can cast a number of spells depending on her magic level (p. 20).

Note: You can have a second player control Faye's magic (p. 20).

	Power Up	LV.1	Briefly boosts offense.
	Aegis	LV.1	Briefly boosts defense.
	Purify	LV.2	Removes status ailments.
	Healing Light	LV.2	Restores some of Keldy's HP.
	Full Tilt	LV.3	Briefly boosts attack speed (p. 16).
	Frozen Saber	LV.4	Imbues Keldy's sword with the elemental power of ice.
	Flaming Saber	LV.4	Imbues Keldy's sword with the elemental power of fire.

Battle Arena

After you're accustomed to fighting in the field, test your mettle in the battle arena. Here you can face off against a variety of enemies in 32 different venues.

Why a Battle Arena?

Arena bouts offer players an opportunity to improve their fighting skills in an enclosed environment apart from the normal flow of the game. Here you can also enjoy the opportunity to team up with monsters and meet new challenges.

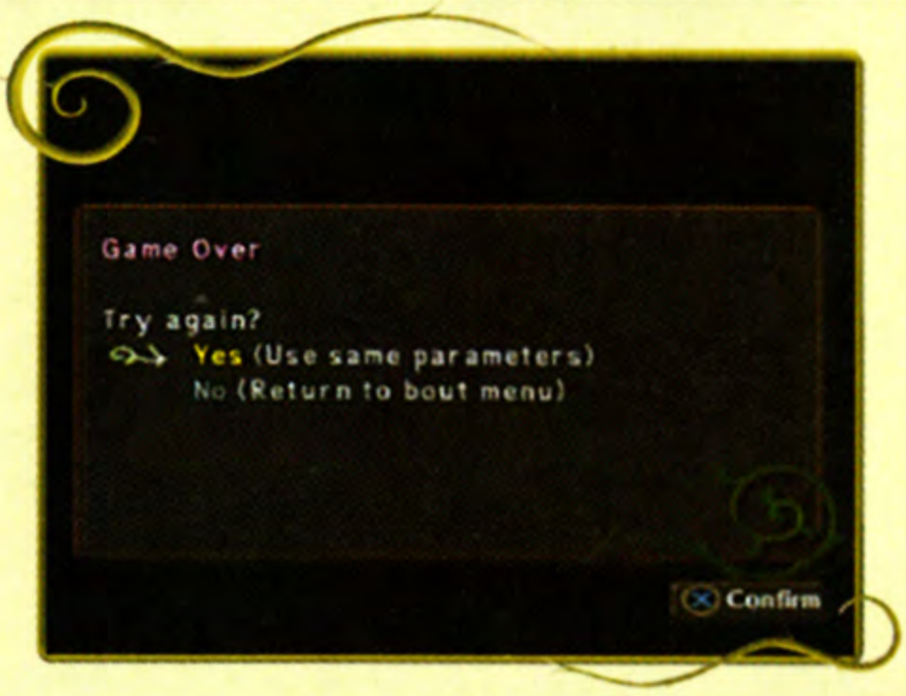
Arena Rules

Defeat all opponents in the arena within the allotted time. If you are successful, your bout results will appear on screen.

NOTE: You can pause the bout by pressing the START button. Select "Yes" to return to the arena menu. Press the ◉ button or select "No" to resume the bout.

Losing a Bout

If Keldy runs out of time or his HP reaches zero, the "Game Over" screen to the right appears. You will then have the opportunity to replay the bout using the same parameters or to return to the arena menu to make changes.



Battle Arena, continued

Arena Menu

To view the arena menu, select "BATTLE ARENA" from the main menu. After you've made all your bout selections, press the START button.

Select venue

Choose a bout from among those available. More bout icons will appear as the game progresses. Use the L1 and R1 buttons to scroll through the various choices—pets, objects, and emblems—before you begin your bout. New items on the arena menus will be marked with a star. Current selections are highlighted by an orange frame.

Opponents
View the foes you'll face in the selected bout.

Available bouts
Icons give an outline of the venue's layout.

Bout information
Stars indicate the bout's difficulty level.

Select objects: Place up to three objects in the venue.

Select pets: Take up to three pets with you into battle.

Activate emblems: Choose emblems (p. 25) based on your bout.

Buy items

Spend your accumulated lucre (p. 26) at the arena general store to purchase objects for your bouts, music or movies for the media player (p. 7), and other handy items. The shop will offer more goods as you progress through the game.

Price of highlighted item

Available lucre

Open pet eggs

Open acquired pet eggs (p. 26) to get new pets.

Save

Save battle arena results (p. 6) and data.

Load

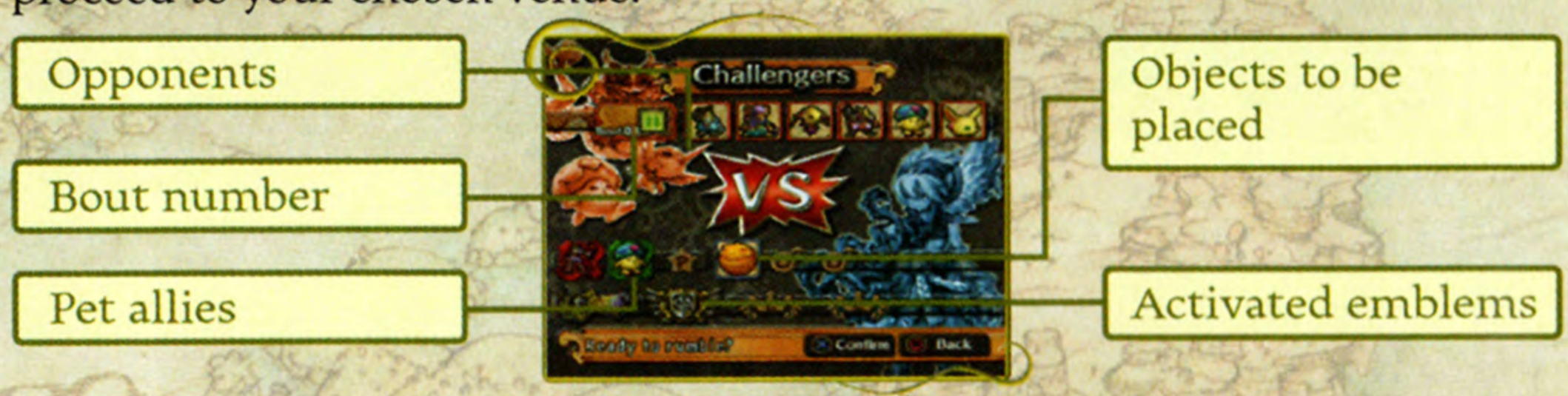
Load a previous game and play using that save data.

Return

Quit the battle arena and go back to the main menu.

Bout time

When you are ready to begin your bout, confirm all selections and proceed to your chosen venue.



Pets

Pets are monsters that fight on Keldy's side in the battle arena. These allies are obtained by opening pet eggs, which may be acquired as items in the field during the game or purchased at the arena general store.

NOTE: Keldy's sword and slingshot will not affect his pets, but rebound damage from foes or objects will, so beware.

STARS ★ INDICATE A PET'S ABILITIES. MORE STARS MEAN A STRONGER ALLY.

PETS CAN BE EASILY IDENTIFIED BY THE RING OF LIGHT AROUND THEIR FEET.

Gameplay Tips

Hopelessly stuck with nowhere to go? If you find yourself frustrated, refer to these tidbits of wisdom for inspiration...

Lost Your Way, You Say?

If you aren't sure where to go next, first check the radar on the upper right of your screen. The spot marked in yellow is your current destination. If you keep Keldy still for a moment, a blue arrow icon will appear, indicating the direction he should head. Be alert to doorway or mechanism hint icons that may require Keldy's action.

Arrow icon

Hint icon

The Right Weapon for the Right Job!

Keldy has three weapons at his disposal, each with its own benefits. Keep this in mind and use them to your best advantage.

For most immediate threats, a trusty sword works best!

To panic enemies nearby, give a sturdy whip a try!

And faraway or flying foes? Oh, a slingshot can reach those!

Fighting Effectively

Randomly hacking and slashing will not make Keldy stronger. Selective use of weapons and objects in an area, along with an effort to panic (p. 24) foes before an attack, will yield far better results—more medals and less chance of getting hit.

Toss a twirled object at a group of enemies to make them panic, then...

Attack 'em all at once! You're sure to get lots of lucre and medals.

Elemental Assistance

The easiest way to panic foes or impair them with status ailments is to hit them with hexorbs from your slingshot. However, because the number of hexorbs available in a section is limited, use them thoughtfully and sparingly.

Traps and Devices

Several mechanisms are scattered through the game's chapters. Keldy must figure them out to avoid danger or reach the next area.

Ladders: Use the left analog stick to climb up and down ladders.

Levers: Strike a lever with your sword to activate a device.

Switches: Hop on a switch to open a door or passageway.

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